

MERP Campaigns : Selecting Race : Version 2

Description

After calculating points from this system the player with the best character should be no more than 5 pts better off than the player with the worst character.

Step 1 – Roll attributes Roll attributes as per the rules

Step 2 – Select character class Select a character class, the player may replace the prime attribute with 90

Step 3 – Calculate score

For each of the six main attributes add up the total bonuses and divide by five

eg. A player rolls attributes assigns them, then selects the class 'warrior'. He assigns a 36 into strength, and then takes the option that allows this to be replaced with a 90. His new attributes are as follows:

Attribute	roll	norm			
Strength (st)	90	+10			
Agility (ag)	54				
Constitution (co)	75	+5			
Intelligence (ig)	72				
Intuition (it)	83	+5			
Presence (pr)	49				
Calculation		+20	/ 5	'= +4	NOTE: Write this on a sheet of note paper

Step 4 – Compare this score with the scores from the other players, then select race

Each race (if the GM is allowing it in their campaign) has a cost associated with it, as follows:

Score	Race	Homeland	Notes
4	Dwarf: Broadbeam	Blue Mountains (a surface city*)	Azaghal's Folk (led by Naugladur when Azaghal died FA473)
4	Dwarf: Firebeard	Blue Mountains (a surface city*)	Naugladur's Folk (wicked or petty dwarves)
4	Dwarf: Longbeard	Moria	Durin's Folk (TA1999 – move to the Lonely Mountain)
4	Dwarf: Longbeard	Glittering Caves	Gimli
12	Elf: Noldor	The house of Elrond and Lorien	After the sack of Ost-in-edhil they split into two groups
8	Elf: Sindar	Farlond, Harlond	Led by Cirdan
7	Elf: Sylvan	Northern Mirkwood (Greenwood)	
3	Half Elf	Varies	
3	Hobbit	The Shire, Western Eriador	
2	Man: Beorning	Rhovanion, Western Mirkwood (Greenwood)	
1	Man: Black Numenorian	Southern Gondor, Umbar	Longlived men, but men (not dunedain)
4	Man: Black Numenorian	Southern Gondor, Umbar	Dunedain
3	Man: Corsair	Southern Gondor, Umbar	Longlived men, but men (not dunedain)
6	Man: Corsair	Southern Gondor, Umbar	Dunedain
2	Man: Dorwinrim	Eastern Rhovanion, Dorwinion	
4	Man: Dunedain	Arthedain, Rhudaur, Cardolan, Enedwaith	
4	Man: Dunedain	Gondor	
3	Man: Dunlending	Dunland, Rhudaur	
3	Man: Easterling	Western Dorwinion, East of the Sea of Rhun	
var	Man: Hillmen	Dunland, Rhudaur	Use Dunlending or Rural man
2	Man: Rural – Eriadorian	Arthedain, Rhudaur, Cardolan, Enedwaith	
2	Man: Rural – Gondorian	Gondor	
2	Man: Urban – Gondorian	Gondor	
3	Man: Haradrim	Southern Gondor, Umbar, Harondor	
4	Man: Lossoth	Northern Eriador, Forodwaith	
4	Man: Rohirrim	Rohan (the Riddermark)	After T.A. 2510 (the war against Balchoth) only
4	Man: Eotheod	The Anduin River Valley	After T.A. 2510 (the war against Balchoth) these people become the Rohirrim
4	Man: Eothraim	Southern Rhovanion	After T.A. 1857 these people become the Eotheod
3	Man: Variag	Southern Gondor	
3	Man: Woodmen	South of Mirkwood	
4	Wose	Southern Eriador	Aboriginal folk

NOTE *: The city of Nogrod is between the waterlogged ruins of two old dwarf-holmes. (I assume) It is ruled by a council of Lord's who all claim some ancestral link with the old kings

Step 5: Check with the GM

Races significantly outside of the campaign region are unlikely to be allowed